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UNDERGRAD THESIS

High Security Image Encryption By 3 Stage Process

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Abstract

As a result of the development of computer network technology, communication of information through personal computer is becoming more convenient. Meanwhile, it also gives hackers opportunities to attack the network. Therefore the security is now an important issue for multimedia communications.

Image compression and image encryption are pivotal to proper storage and transmission of images. Simultaneous image compression and encryption aims at achieving enhanced bandwidth utilization and security at the same time.

The concepts used here are : Chinese Remainder Theorem, Chaotic map, Bit plane mixing.

The use of chaotic mixing increases the security of the proposed method and provides the additional feature of imperceptible encryption of the image owner logo in the host image. The image coding results, calculated from actual image size and encoded image file, are comparable to the results obtained through much more sophisticated and computationally complex methods. In addition, the algorithm has been applied to the scenario of image multiplexing in order to obtain enhanced level of security along with compression. Here one layer of encryption involves bit plane mixing. Encrypted and compressed image is applied to hiding algorithms. The idea behind our proposed method is, the cover image will be altered based upon the secret image. The secret image will be split into number of blocks and these blocks will be shuffled intellectually and then it will be merged with the cover image to generate the Segno image. Our proposed method, originally designed for dealing with color images, but also be extended to for grayscale images. Experimental results show that our proposed method improves the security and makes the information hacking hard.

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Chapter 1

Introduction

Images play a pivotal role in several applications like remote sensing, biomedical, video conferencing. Interest in digital image processing methods stems from the following principal application areas: improvement of pictorial information for human interpretation; and processing of image data for storage and transmission for machine perception. Whenever an image has to be transmitted, two significant issues need to be addressed. One is to accommodate the image within the allotted bandwidth and the other is to ensure secure transmission of images. Image compression and image encryption are two fundamental image processing techniques extensively used towards meeting the requirement of efficient utilization of bandwidth and security.

1.1 What is Image Encryption ?

Image Encryption means changing convert the image into unreadable format. This can be done by modifying the image pixels in terms of its (place , Value) in order to protect the information. There can be many techniques to encrypt image which involve may be key mapping or hiding of fusion of image ,but basically the image is changed at pixel level i.e value of pixels or their position in original array.

1.1.1 place

Encrypting the image by following particular steps which involves changing the image places only. These process may involve methods like **Scrambling, Chaotic Mapping, Inversion**. These Process can be followed with set of keys which can decide the order of these algorithm that could be followed for encryption. As pixels remains in the image itself, it may be vulnerable to attack of crypt analyst attacks but using variable length

key we can enhance the security.

The correlation between pixels here is reduced.

1.1.2 Value

This Process involves changing in the image pixel values. The methods that can be used are **Bit plane mixing, Multiplexing, Compressing**. The correlation between base and encrypted image is much less in this process.

1.2 Why new methods for image Encryption.?

- More and more images are transmitted over the Internet with the fast developments of information technology. How to protect images has increasingly become an important issue. The encryption is an important tool to protect important information from attackers.
- Some intrinsic features of images, such as **Bulk Data Capacity ,High Correlation Among Pixels, And DES or AES methods incur large number of computational cost and show poor analysis**, prevalent encryption technology such as DES and RSA, and other algorithms are not absolutely fit to image encryption.

1.3 3 Stage

The High Security concept here can be seen in 3 steps :

- Image Hiding
- Image Encryption
- Image Compresscription(Compress +Encrypt)

For Encryption chaotic map are used for scrambling the image pixels. It can encrypt images by processing image stretch and fold process. Firstly a square image is divided into two isosceles triangles according the diagonal. Utilizing the difference of the pixel numbers of two adjacent columns of the triangles, each pixel in a column is inserted to the adjacent column. The plain image can then be stretched to a line. This line of image value can then be converted to 2D array for i.e inform of encrypted image.

Some of available scheme for image compression are JPEG-LS, SPIHT, JPEG2000, CALIC etc. Transform like DCT or DWT are generally applied currently. The available techniques uses the transformation of pixels but the proposed method here doesn't transform rather it uses basic mathematical operations. Second, the number theoretic approach provides an additional advantage of image encryption, simultaneously, using keys, making the transmitted data both short and secure.

And in case of image hiding, the information will be in the form of image. This image is said to be the secret image. Hence we are providing security in the form of image. Fig.1 shows how the process involved in information hiding. The secret image is first splitted into 9 parts. Appropriate target image have to be selected. The selection process depends upon the database. The target image should be picked from the database and that target image should be a proper match for the source image. The target image we have chosen should be double in size then the source image. Mosaic image is then created. The tile images can be used repeatedly. By using a secret key, the mosaic image has been put under the process and thus we are gaining the secret image after embedding process. The hacker without knowing the key cannot reconstruct back the mosaic image and thus the secret image cannot be viewed.

Chapter 2

Image Encryption

2.1 Introduction to Image Encryption(IE)

Image encryption has applications in inter-net communication, multimedia systems, medical imaging, tele medicine, and military communication, .However there are problem in terms of security level, speed, and resulting stream size metrics. Since the dynamic response of the chaotic system is sensitively to the initial values and parameters of the chaotic system, a great number of researches apply chaotic sequences to encrypt images for the purpose of communication security . It is a convenient and fast method by conducting a first order chaotic system to encrypt digital images. The proposed method chaotic maps which can overcome the periodicity of Arnold map and is more security; besides, it is robust to the common signal attacks.[2]

Many Algorithm for IE has been proposed,some which are Based on Position permutation , value transformation like Block based transformation, Self invertible key matrix, Hill cipher,Hash function. In my proposed method Left and right mapping of image with a sequence defined by user key(secret) is used for Encryption.

2.2 IE Algorithm

To Encrypt an image here 2 methods are used.

1. Chaotic Mapping
2. Bit Plane Mixing



FIGURE 2.1: Mapping of image Pixels

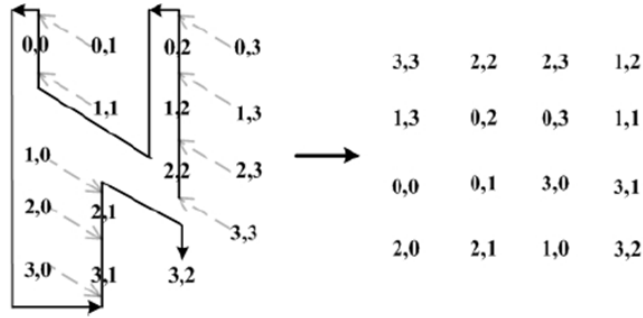


FIGURE 2.2: Left Mapping

2.2.1 Chaotic Mapping

Concept

Basically it scrambles the images following a particular algorithm and reversing it can find the base image. It can be seen from the following: The $N \times N$ Image is divided diagonally into two maps (Left and Right). Left map means The Image is first transformed into a line of pixels and then shuffled using algorithm, After that again it is converted to $N \times N$ image (Encrypted). It can be inferred from figure.1

To explain it more clearly, consider the following example.

Consider the image has 4×4 pixels, i.e. $N=4$. The process of the map is shown in Figure. 2. First a square image is divided into two isosceles triangles according to diagonal. Utilizing the difference of the pixel numbers of two adjacent columns of the triangles, each pixel in a column is inserted to the adjacent column.[2]

The pixel [3,3] can be inserted before the pixel [2,2], pixel [2,3] can be inserted between pixels [2,2] and [1,2], pixel [1,3] can be inserted between pixels [1,2] and [0,2] and so on. So the pixels join to a line: [3,3], [2,2], [2,3], [1,2], [1,3], [0,2], ... [2]

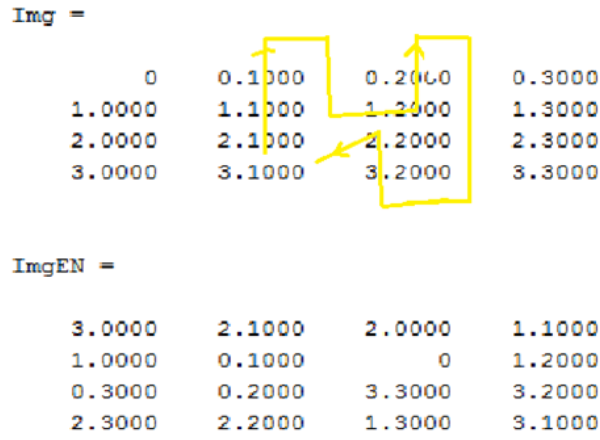


FIGURE 2.3: Left Mapping

Algorithm

Left Mapping

- $L[(N+j+2)(N-j-1)/2 + 2(j-1)] = A(I, j);$
Where $j \in I$, $N-j$ is the odd number,
- $L[(N+j+3)(N-j-2)/2 + 2(j-1)+1] = A(I, j);$
Where $j \in I$, $N-j$ is the even number,
- $L[(N+2+N+(2N-j-1))*j)/2 + 2(N-i-1)] = A(I, j);$
Where $j \in I$, $N-j$ is the even number
- $L[(N+2+N+(2N-j))*(j-i))/2 + 2(N-i-1)] = A(I, j);$
Where $j \in I$, $N-j$ is the odd number,
Where $i = 0, 1, \dots, N-1$
 $J = 0, 1, \dots, N-1$ [2]

Algorithm for Right Mapping

- $L[(N+j+2)(N-j-1)/2 + 2(j-1)] = A(I, N-1-j);$
Where $j \in I$, $N-j$ is the odd number,
- $L[(N+j+3)(N-j-2)/2 + 2(j-1)+1] = A(I, N-1-j);$
Where $j \in I$, $N-j$ is the even number,
- $L[(N+2+N+(2N-j-1))*j)/2 + 2(N-i-1)] = A(I, N-1-j);$
Where $j \in I$, $N-j$ is the even number

$$\blacksquare L[(N2+N+(2N-j))*(j-i))/2 + 2(N-i)-1]=A(I, N-1-j);$$

Where $j \in I$, $N-j$ is the odd number,

Where. . . . $i=0,1,\dots,N-1$

$J=0,1,\dots,N-1$ [2]

Output of Right Mapping can be seen from fig.3.

Bit Plane Mixing

The square image consists of $N \times N$ pixels with L gray levels. The gray level value of each pixel A is in decimal which can be expressed as a binary number.

$$A = \sum_{i=1}^{i=8} K_i * 2^i$$

For Example if $L=256$, then $\log_2(L-1)=7$

$$A = \sum K_i 2^i = K_0 2^0 + K_1 2^1 + K_2 2^2 + K_3 2^3 + K_4 2^4 + K_5 2^5 + K_6 2^6 + K_7 2^7$$

So we can split the plain-image into eight layers. As shown in Fig. 4, the first layer is composed by the lowest coefficients of the binary number of image values; the second layer is composed by the second coefficients. . . and so on.

Then ,the mapping (either left or right depending on key) is applied to each plane of bits and encrypted. These encrypted bit planes are then assembled and the encrypted image is formed , which is to be sent into the channel. On the receiver side again these plane are separated and reverse mapping is applied to get the original bit planes. The concept of bit plane mixing can be understood from Fig 2.5

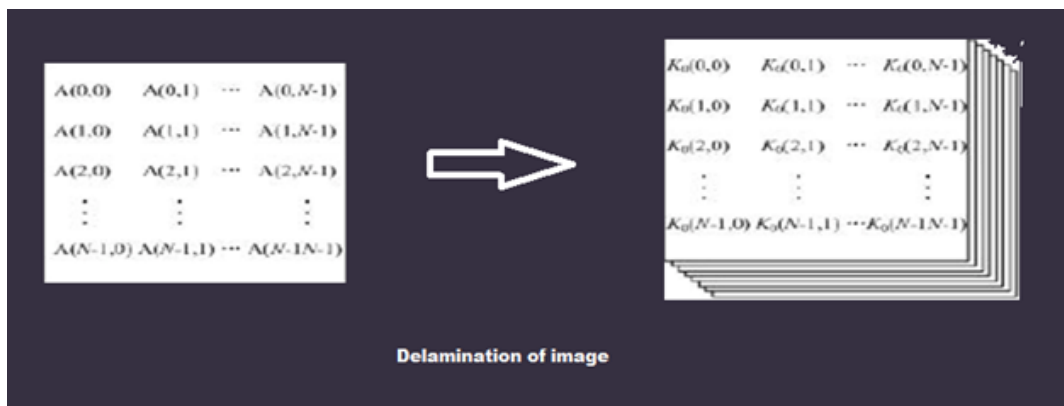


FIGURE 2.4: Delamination of Image

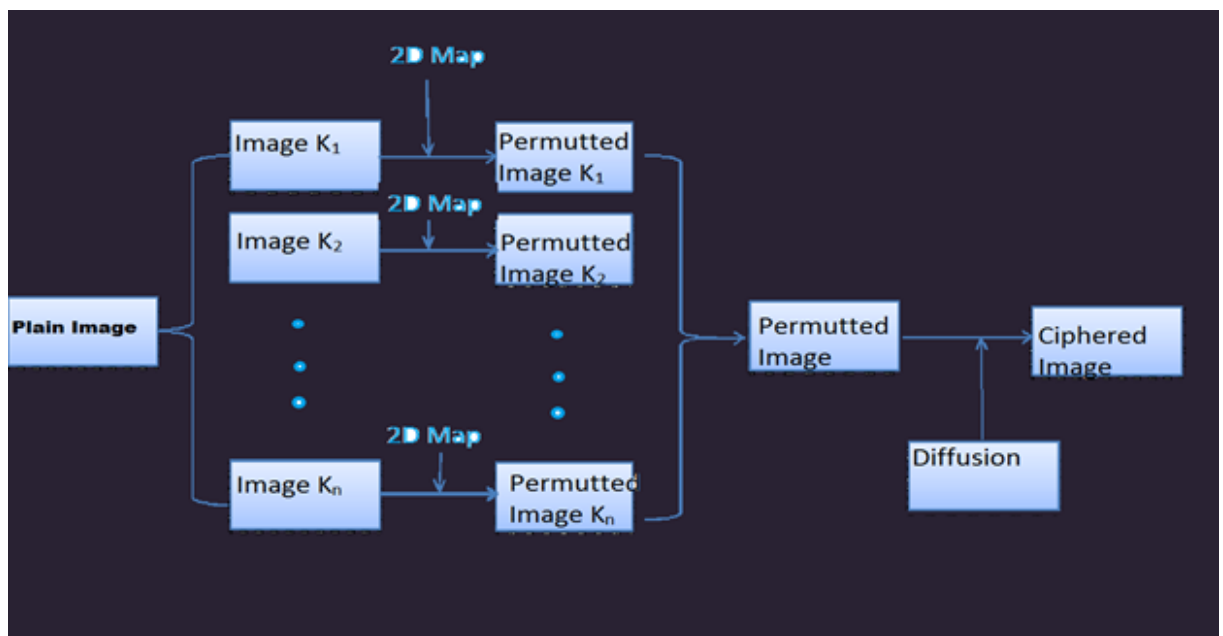


FIGURE 2.5: (Block Diagram of Encryption Process)

Chapter 3

Image Compresscrypto

3.1 Introduction to Image Compresscrypto

When conventional algorithms are used, the image compression, and image encryption modules are generally distinct or they perform partial encryption. This at times increases the process time considerably or reduces the level of security. This problem is addressed by the use of simultaneous image compression and image encryption employing the proposed Algorithm, where both the transmitter block and the receiver block attain the twin ideals in the same module. [1]

The whole process can be inferred from following fig.3.1

Chinese Reminder Theorem (CRT) is used for compression and a set of key in the algorithm to encrypt it simultaneously.

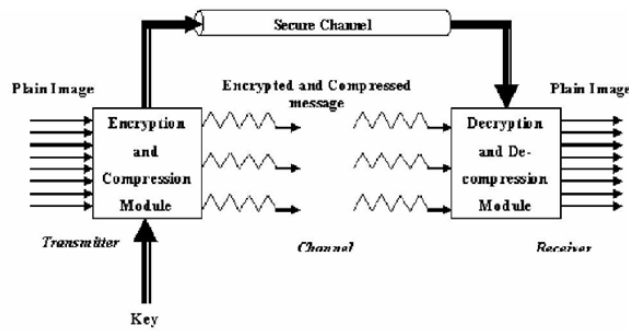


FIGURE 3.1: Flow Diagram of Compresscrypto

$$\begin{aligned}
x &\equiv a_1 \pmod{n_1} \\
x &\equiv a_2 \pmod{n_2} \\
&\vdots \\
x &\equiv a_k \pmod{n_k}
\end{aligned}$$

Chinese Remainder Theorem (CRT)

The CRT is based on the solution of linear and modular congruencies and its generalization in abstract algebra. Congruence is nothing more than a statement about divisibility. It was first published in the 3rd to 5th centuries by Chinese mathematician Sun Tzu.

Theoram

If p and q are co-prime, then the system of equation

$$X \equiv a \pmod{p}, X \equiv b \pmod{q}$$

has unique solution for X modulo pq .

If we generalize this concepts it can as follows :

Considering $n_1, n_2, n_3, \dots, n_m$ be m pairwise co-prime +ve Integers. Then there exist a X for a given sequence of +ve integers $a_1, a_2, a_3, \dots, a_m$ solving the following system of simultaneous congruence.

Furthermore, all solutions x of this system are congruent modulo the product, $N = n_1, n_2, n_3, \dots, n_k$.

Hence, $x \equiv y \pmod{n_i}$ for all i such that $1 \leq i \leq k$ if and only if, $x \equiv y \pmod{N}$

Sometimes, the simultaneous congruence can be solved even if the n_i 's are not pairwise co-prime. A solution x exists if and only if:

$$a_i \equiv a_j \pmod{\gcd(n_i, n_j)} \text{ for all } i \text{ and } j$$

All solutions x are then congruent modulo the least common multiple of the n_i .

- The Chinese Remainder Theorem can be used to increase efficiency by making use of relatively small numbers in most of the calculation.

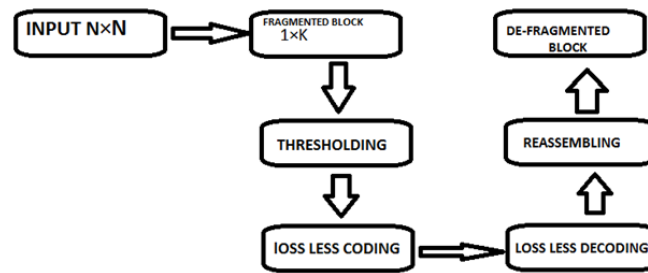


FIGURE 3.2: Block Diagram of Compresscription

3.1.0.1 Merits of CRT

- Increased efficiency in machine computation.
- Reduced memory, and sophisticated hardware requirements.
- Reduction in space requirement for storage of data because large numbers are converted into relatively smaller ones by solution of linear congruencies.
- Use of simple arithmetic operations like addition, subtraction, multiplication, division and hence execution of Million Instructions Per Second (MIPS) is possible.
- Faster computation process and hence reduction in processing time.
- Widespread application in cryptography, secure transmission of codes and signals in military and defense applications.

Block Diagram of Compresscription Process

3.2 Algorithm Procedure

Fragmentation of Image

An image of size $N \times M$ is taken and is fragmented into blocks of size $1 \times K$. So we get $(N \times M / K)$ number of block each containing k pixels. This block is further processed and compressed into single value. Value of that should be depend on available situation. If keys are limited then k should be a low value. It also depends on the memory available because it creates a array of blocks.

Thersholding

Each pixel $r[i]$ in the block is divided by 16 to produce two half pixels of 4 bits each. This process is called thresholding. Here threshold value is 4 bits. We can divide with 32 to get 4 half pixels with a threshold value 2.

Here threshold value depends on key length on number of keys and key length. If length of key is unbounded then a high value of K can be taken.

$$a[i] = r[i] / 16, i = i \text{ to } K$$

$$a'[i] = r[i] \bmod 16, i = i \text{ to } K.$$

Thus the input image is considered as a sequence of half pixels $a[1,2,...K]$, $a'[1,2,...K]$.

And the key sequence is a set of relatively prime(co-prime) numbers given by , $n[l, 2., K] \geq a[i] \text{ and } a'[i]$.

So We have Block of Half Pixels i.e. Array a Array a' ($a[1,2,...k]$, $a'[1,2,...k]$)

set of relatively Prime Integer i.e. Key Array n ($n[1,2,...k]$) [1]

3.2.1 Loss less coding

The Coefficients of the CRT are calculated by generating N for each key value using P , where P is the product of all the keys,

$$N[i] = P / n[i] \text{ where } P = n[i].$$

Now the linear congruencies are generated by using the equation

$$N[i] * x[i] = 1 \pmod{n[i]}, \text{ where } x[i] \text{ satisfies the above congruency}$$

$$\text{And } C[i] = N[i] * x[i].$$

These stages are carried on prior to transmission, the values of $C[i]$ can be generated once the key is decided; hence they are calculated and stored in the system to be used during transmission.

For the transmission of the image, the value of TR is determined for each block of K half pixel values as follows.

$$TR = \text{sum } C[i] * a(i) \pmod{P} - \text{Cipher Text (quotient)}$$

$$TR' = \text{sum } C[i] * a'(i) \pmod{P} - \text{Cipher Text (Reminder)}[1]$$

For K half pixel values, one TR and TR' value is transmitted providing compression; moreover, this value is dependent on the key used which incorporates encryption. This

is the most vital step of the algorithm as it ensures simultaneous encryption and compression.

Loss less decoding

Decoding is done at the receiving end. The K half pixel values are generated from the single value TR and TR'.

$ar[i] = TR \text{ (mod } n[i]) - \text{Plain Text (quotient)}$

$ar'[i] = TR' \text{ (mod } n[i]) - \text{Plain Text (remainder)}$

Reassemble

After we get the the half pixels they are assemble to make full block pixel. It can be done using following steps. $s[i] = ar[i] * 16 + ar'[i]$ ($s[i]$ return the i th block of image fragment). $[1]$

Chapter 4

Image Hiding

Introduction to Image Hiding

The main purpose of image hiding is create confusion for any crypt analyst who tries to get information. This can be done by providing him with dummy information i.e. a base image but the real data image can be hidden in base image. Image hiding can meet the requirements like security,imperceptibility,robustness,capacity,integrity.

Image hiding here is accomplished through Multiplexing. Image multiplexing is the process of transmitting two or more images simultaneously in a single channel which is achieved by merging the images. And Merging is a technique by means of which the pixel values of two separate images are scrambled so that the resultant image is meaningless. Such images cannot be retrieved unless the order of scrambling is determined. This is done in order to make image transmission more secure.

From fig 4.1 which is a Block Diagram of merging process the concept can be inferred.

Block Diagram of Multiplexing

In order to achieve enhanced security, two images can be merged (i.e. one image is hidden in other) so that when an intruder tries to intercept the image, it is not knowledgeable to him.

Phases of Image Hiding

Image Hiding can be carried out in 2 steps.

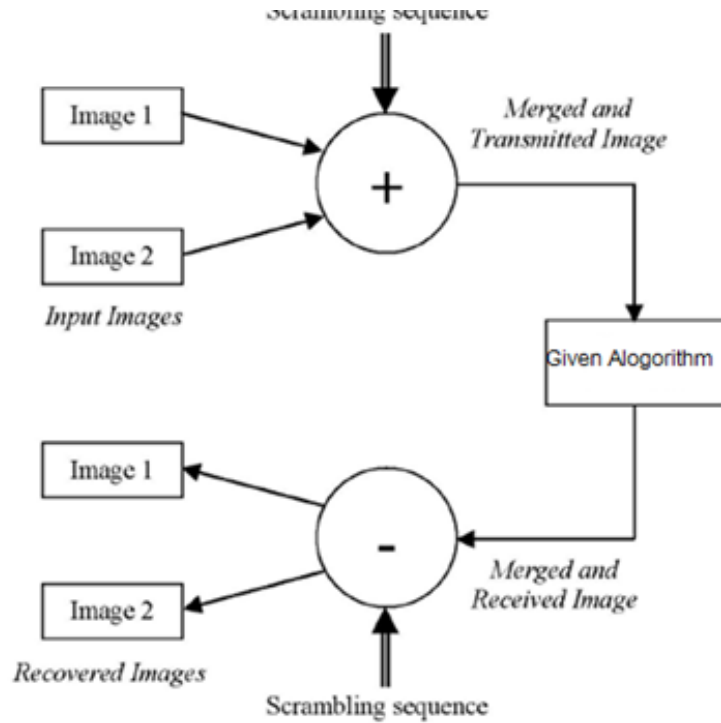


FIGURE 4.1: Block Diagram of Compresscrypton

Base image selection

Target images are selected similar to the secret image.

This is an important step to be followed before hiding. The base image or target image into which secret image is to be hidden should have some similarity with secret image. It can be done by matching the h-values. The process can be seen from following steps.

- Whole pic is splitted into 9 blocks and each block's h value is found out.
- More than 6 matching can be considered as a target image.
- H value can be calculated as follows..

$$h(r', g', b') = b' + Nb * r' + Nb * Nr * g' [3]$$

Hybrid image creation

After the base image is found, the multiplexing algorithm mentioned later is applied to create the hybrid image i.e. Secret-Fragment-Visible Image. The results of the target block including width and height of the target block are transformed into binary string and they are embedded. The binary string is embedded at the first ten pixels of 1st block. All blocks from 1 to 9 are similarly embedded in raster-scan order by lossless LSB

replacement.

As, here any key is not used for hiding, just the reverse LSB replacement can give the base and secret image, so in next phase image encryption is applied.

Algorithm for Hiding

- Obtain the pixel values of both the images.
- Merge the MSB and LSB pixel to obtain half byte words.
- These 4 bit values are then given as inputs to the Described Compresscrypton algorithm.
- The encrypted and compressed pixels are transmitted.
- On reception the key is used to retrieve the pixel values.
- The MSB and LSB bits are re-arranged in order to obtain the original image.[2]

Chapter 5

Results And Discussion

Results of Hiding And Merging

3 steps of high security her is found in the following steps respectively.

First in Base image(Image1 Lena) the secret image(image2 Tower) is hidden using multiplexing algorithm. The output of this is the hybrid image image3 as shown below.

We can see here, In the Mixed(Hybrid)image secret image cannot be seen i.e.if anyone findsout the base image he can't have a clue of secret image.

Result of image encryption thorough chaotic map

The hybrid image found from hiding is encrypted in this phase.For encryption Chaotic mapping was used with key 1234.And the encrypted image(scrambled) is found.

i.e.Input to chaotic algorithm is image3 and output is image4. Its found as follows.



FIGURE 5.1: Base image And Secret Image

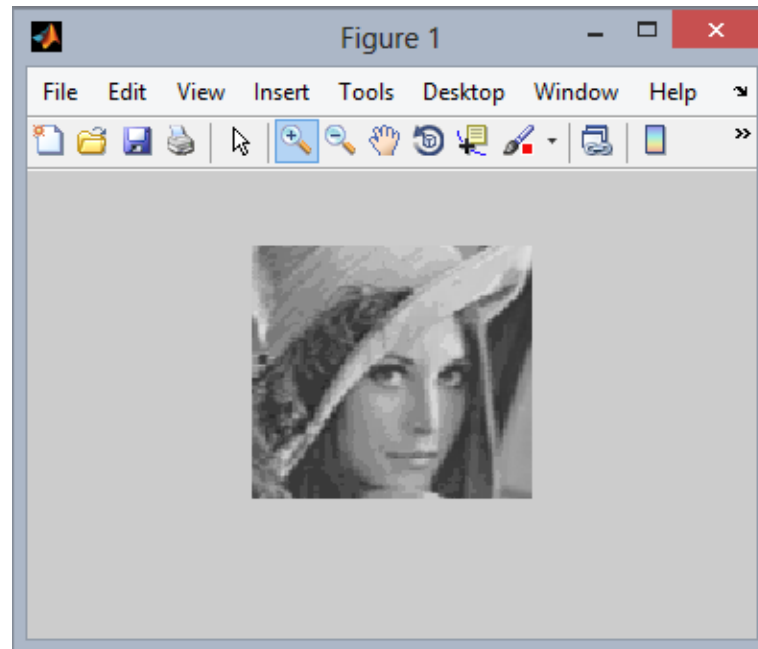


FIGURE 5.2: Hybrid Image

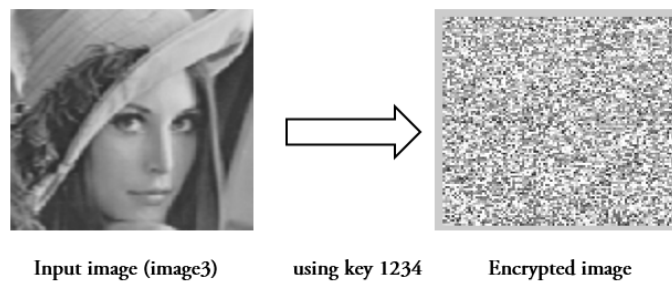


FIGURE 5.3: Encryption using key 1234

Here key length is variable so for different key, we get a different set of encrypted image. For example if we use key 1010 then the output image would be like image 5.

Result of image Compresscription (CRT)

The encrypted image is then compressed through Compresscription algorithm. As the output of this algorithm, we discussed before is a compressed array i.e. Tr1 and Tr2 which contains compressed value for a block(K) no. of half-pixels value each.

5 columns content of Tr1 is shown which shows compressed value of half-pixels (0-450).



FIGURE 5.4: Encryption using key 1010

```
>> T1
T1 =
1.0e+014 *
Columns 1 through 9
    2.8335    2.9543    2.9442    3.7011    3.7383    3.3844    3.6172    4.5537    2.4550
Columns 10 through 18
    3.7352    2.2819    2.9934    2.9307    3.0097    3.7839    2.9408    4.1163    3.6597
Columns 19 through 27
    2.4439    3.7006    2.0007    3.2919    2.6138    2.6141    3.4950    3.4158    3.1993
Columns 28 through 36
    3.9078    2.4312    3.2406    3.1077    2.4310    2.2060    2.3481    4.0179    3.1170
Columns 37 through 45
    2.9916    3.6926    2.0920    4.1960    3.3321    1.8708    1.9076    2.1441    3.8262
```

FIGURE 5.5: Output Compressed Array TR1

```

>> T2
T2 =
1.0e+014 *

Columns 1 through 9
    2.6385    2.7913    2.4920    2.8997    2.4978    2.8997    3.0527    3.1149    2.7695

Columns 10 through 18
    3.9253    2.6385    2.7913    2.4920    2.8997    2.4978    2.8997    3.0527    3.1149

Columns 19 through 27
    2.7695    3.9253    3.1149    2.2598    2.4920    2.4920    2.7855    2.8769    3.6129

Columns 28 through 36
    3.0132    3.1149    3.1554    3.1149    2.5207    2.4920    2.4078    3.0525    2.2771

Columns 37 through 45
    3.2280    3.0132    3.1149    3.4952    3.1149    2.5207    2.4920    2.4078    3.0525

```

FIGURE 5.6: Output Compressed Array TR2

For other Half pixels Compressed array is TR2 and content of(0 to 450th pixels) is shown in following figure.

Here we can also see image is compressed. i.e. we have to sent an image of 11KB(Hybrid image(3)) but after compressing we got an array which 7.99 KB. Compress factor here is 1.37 .

It can be inferred from figure 5.7.

```
Enter the keys'8 9 11 13 17 23 29 31 37 41'
```

```
\nhere2
```

```
number2
```

```
>> whos
```

Name	Size	Bytes	Class	Attr
T	1x1000	8000	double	
T1	1x999	7992	double	
T2	1x999	7992	double	
arr	1x10000	80000	double	
arr3	1x10	80	double	
hw	1x1	8	double	
i	1x1	8	double	
img1	100x110	11000	uint8	
img2	100x133	13300	uint8	
img3	100x110	11000	uint8	
imgf	101x100	80800	double	
j	1x1	8	double	
k	1x1	8	double	
key	1x10	80	double	
key1	1x27	54	char	
l	1x1	8	double	
sub	1x11	88	double	
sub1	1x10	80	double	
sub2	1x10	80	double	
u	1x1	8	double	

```
>> |
```

FIGURE 5.7: Memory of Different variable in the program

Chapter 6

Security and Analysis

In terms of Hiding

First secret image is hidden in the base image, so if anyone tries to find out the secret image then he would get the false image.

Suppose if the reverse order LSB replacement has been known, one can find the secret image. In order to avoid this, we are providing additional encryption in stage2. i.e. without a key it cannot decrypt the secret image.

6.1 In terms of Encryption

6.1.1 Key space

Since the length of the key of the map has no limit, its key space can be calculated according to the length of the key. Suppose the keys are represented in binary bits. The relationship between the key space size and the key length is shown in TABLE I.

TABLE I. KEY SPACE SIZE VS. KEY LENGTH

Key length (bits)	64	128	256
Key space size	1.84×10^{19}	3.4×10^{38}	1.16×10^{77}

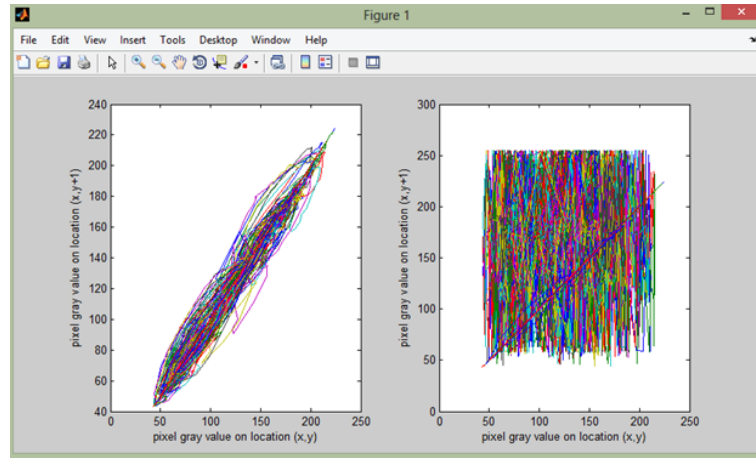


FIGURE 6.1: Correlation of pixels before and after encryption

TABLE II. CORRELATION COEFFICIENTS OF TWO ADJACENT PIXELS

	Plain-Image	Ciphered-Image
horizontal	0.9442	0.0024
vertical	0.9711	0.0579
diagonal	0.9187	0.0049

6.1.2 Statistical Analysis

The new image encryption arithmetic has very good confusion properties without any diffusion mechanism. Correlation of two adjacent pixels in the ciphered-image can be seen from fig 5.1

$$R_{xy} = (CONV(x, y)) / \sqrt{D(x) * \sqrt{D(y)}}$$

Fig.5.1 shows the correlations of two horizontal adjacent pixels in the plain-image and the ciphered-image: the correlation coefficients are 0.9442 and 0.0024. Similar results for diagonal and vertical directions were obtained and shown in TABLE II.

6.2 In terms of compresscription

A good encryption/decryption scheme, the receiver must faithfully decrypt the encrypted message using the key. In the third phase i.e. Compresscription, the encryption level mainly depends on the combinations of $n[i]$. Consider a block size of 10 pixels each of 4

bits in length. Here, a sequence of 10 keys each 6 bits in length is employed. Then the maximum number of distinct key sequence 'l' is factorial (10).

The 40 bit pixel block is operated with 60 bit key sequence to obtain an upto-60 bit cipher text block, During decoding, the same combination of $n[i]$, which was selected for encoding, should be applied correctly. The 60 maximum tryouts by an eavesdropper to crack the key is $2^{60 \cdot l}$.

Chapter 7

Conclusion And Future Scope

Conclusion

A new image encryption arithmetic based on the chaotic mapping is proposed. The arithmetic designs a method of key generation and utilizes the map to shuffle the positions of image pixels. The experimental tests have been carried out and the results show the efficiency of the arithmetic.

A technique for simultaneous image compression and image encryption using number theoretic paradigm is developed. Two dimensional encoding operation performed by the proposed method is shown to be simple in terms of computational complexity. The amount of compression achieved for different images using the proposed method is comparable with that of the conventional methods and also high level of security is provided to the transmitted images. It is seen by applying multiplexing and image hiding security level can further be enhanced. The results obtained illustrate that the proposed algorithm provides a new coding technique which has the features of coding benefits depending on the statistics of the image, inbuilt encryption module to enable secure transmission and less system complexity.

7.1 Future Scope

- The algorithm can be extended to higher levels of encryption and compression by increasing the key length. Also, specialized hardware can be developed for the transmission and reception modules, to calculate the computation time.
- • Multiple Image hiding can be done in a single base image which can create confusion for any crypt analyst.

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